CHARLTON COMICS

no. 1

The CHARLTON BULLSEYE

$1.00

A Bullseye View by Bob Layton

Bullseye? Is that any name for a magazine dedicated to the interworkings of Charlton Comics Inc.? You bet it is!

The Bullseye emblem signifies being on target and thats what Charlton Comics and CPL/Gang Publications plan to be for you. Hitting the mark of excellence in the comic art medium is what we are striving to attain and the Charlton Bullseye is here to show you how it's being done.

In past years, Charlton was on the verge of being a giant in the comics industry, until severe disasters befell them and such famed heroes as Blue Beetle, Thunderbolt, Judomaster, The Question, Sarge Steel and the greatest of all, Captain Atom, all but faded away. Such illustrators as Frank Robbins, Jeff Jones,John Severin, Jim Aparo, Dick Giordano, Frank McLaughlin, John Buscema, Wallace Wood and the masterful Steve Ditko were there at one time or another, only to move on when their characters were no more. Charlton lay like a 'sleeping'giant' for many years. In the eyes of those adventure-loving fans of the big red "C", it was like the departure of an old friend.

But today, Charlton comics, under the capable hands of George Wildman, are reaching new heights of glory with such talents as Nick Cuti, Joe Staton, Wayne Howard, Sanho Kim, Joe Gill, Warren Sattler, Mike Vosburg, Don Newton, Allen Milgrom, Tom Sutton and, who else but,Steve Ditko, all under the new red and blue Charlton Bullseye logo.

The bullseye emblem symbolizes quite a bit. It stands for quality and represents a group that cares about it's readership. It represents each individual that has anything to do with the product you read. It represents a company thats striving to produce the best in pictorial fiction for your entertainment and we, at CPL/Gang Publications,feel its time this company should be recognized for it's over-whelming contribution to the comics industry.

So what else could we call our magazine but the Charlton Bullseye? What else could sum it all up so easily?

But if any of you think we are going to draw the line at the new Charlton line-up, well...you're definately mistaken! The Charlton Bullseye will cover all aspects of Charlton's line...past, present and future and you're going to see the return of many old favorites within our hallowed pages. For example, this issue heralds the return of the Atomic Ace, Captain Atom, in a book-length, two part adventure. And in future months, you'll see the return of other such departed greats as Blue Beetle, Prankster, Judomaster, Nightshade and many more. Let it also be known that we shall never be without a torrent of articles about these famed adventurers. As to whether or not they'll ever appear in their own comics again,only time (and an abundance of fan letters) will tell.

But let's get back to the present, okay?

The Charlton Bullseye is produced primarily as a promotional device for the Charlton Comics Group. It is done in cooperation with them and is neither financed or owned by Charlton but is produced by CPL/Gang Publications with the assistance of Mr. George Wildman and Mr. Nicola Cuti. Why do they do it? Because they care about what the public wants and how the public feels about their product and the Charlton Bullseye is a good way to satisfy the majority of their fans. That's dedication, Bunkie!

To get down to the matters at hand, this issue's contents consist of some of the industry's finest talents. For example, we present to you, this issue, a fantasy strip done for Charlton by Jeff Jones! (Seen here for the first time!) Also in the strip department is the afore-mentioned Captain Atom story by Dave Kaler, Steve Ditko and Charlton's latest artist sensation, John Byrne! And articles? Boy,do we have articles! First off, we have a very startling revelation on the origin of Dr. Graves by writer Roger Stern.(or Sterno as he is known by his contemporaries.) Many of our readers may be familiar with Roger's work in another such magazine for our competition. All I can say is that he does...uh... MARVELous articles and you'll be seeing lots of Sterno's tomes in the Charlton Bullseye. Secondly in the article department, we have an informative character sketch of the Blue Beetle by, perhaps the formost authority on Charlton Comics, Franklin W. Maynerd. Rounding out this issue textwise is an interview with B-Man creator, Nick Cuti,Rog-2000's Family Album and our Charlton Comic News Section.

In upcoming months, we'll be featuring insight into many of Charlton's top comics such as Yang, Midnight Tales, the Phantom and more. You can also look forward to illustrations by your favorite artists gracing each and every issue. The near future will see the return of Liberty Belle, Killjoy and other new series, as well. But now, sit back and enjoy this issue, frantic one!

We look forward to your comments and suggestions as to how we can improve our product.

Meanwhile..."Keep your eye on the Charlton Bullseye", as George would say. The Sleeping Giant is about to wake up!!

Your humble servant,
Robert Layton

The following letter is a copy of a letter I wrote to a fan answering his inquiry about the history of the new CHARLTON Trademark. Thought you might put it to good use in BULLSEYE.

Our new trademark or logo was designed by myself. Here is some of the thinking that went into the new design.

First, I felt we needed something more attention getting and eye appealing than our old trademark. A symbol which would be very recognizable, easy to remember and readily identifiable. It would hopefully stand out on its own as opposed to our competitions trademarks when displayed on the comic rack.

Color was important- a combination which would be compatible with the various background colors which appear on our covers. I chose red, white, blue and black. I circled the design with a black holding line and a halo of white to separate it from the colors surrounding it and also to make life easier for our engravers. Red, white and blue, which symbolize our country would work well with what I had in mind.

I incorporated the double 'C', one red and one blue, which stands for Charlton Comics in a 'bullseye' design. I also repeated our full name, Charlton Comics in a reverse (white letters out of red) for company identification. Our price, 25¢, white numerals out of the black wedge, shows the cost clearly and legibly. Simplicity is a basic element of good design. This rule, which I learned in a design course at college, governed my thinking.

I wanted our trademark to 'stick in ones mind'. See it once or twice and know our books at a glance without even reading the words on the trademark. I figured the "Target" or "Bullseye" would be a natural in sales promotion and merchandising. Our public relations and sales promotion people have put it to good use I'm happy to report.

It appears that all the effort has paid off. I have received a number of letters from our readers and am pleased to say that most all have been favorable. -They like it.

Best regards,
George R. Wildman
Managing Editor

The Bullseye is published with a little help from our friends: John Byrne, Nick Cuti, Steve Ditko, Jeff Jones,Dave Kaler, Sanho Kim, Frank Maynerd,Allen Milgrom, Jim Starlin, Joe Staton, Roger Stern, Howard Siegel, Tom Sutton, Barb Weaver, Phil "Lester" Wesner, and the Big Cheese-George R. Wildman.

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THE CHARLTON NEWS

As we mentioned in our editorial, the "Sleeping Giant"is about to wake up. To prove that statement Charlton will be releasing at least twelve new titles in the next few months, previews of which we will be showing this issue. Many of these new titles have yet to have artist or writers but we shall release that information as it becomes available.

The titles now on the production schedule include the following:
Scary Tales is one of the four new mystery books to be released featuring the sensual Countess R. H. Von Bludd as its host. At last we have a mystery book that says it all... SCARY!A preview of our crafty Countess appears elsewhere in our mag. (illo by Joe Staton.)

Another blood-chilling book planned is Beyond the Grave, featuring that cadaverous caretaker...Mortimer Tishin! (oh, Nick!) The smiley face below is Sanho Kim's idea of what Morty looks like...or its a portrait of Joe Gill after staying up all night writing Yang. (sorry, Joe!)

The previously-scheduled title, Haunted House, was changed to Things after discovering that some Dumb Comics company had already snarfed up the title. Now we understand that the management at Charlton doesn't particularly care for that title and will search for a new name for the book. Just think, if they don't find a name for it before March 26th, you very well may be reading a copy of _____ before April 30th. Host Dee Mann will still head up the title... if it has a title, that is.

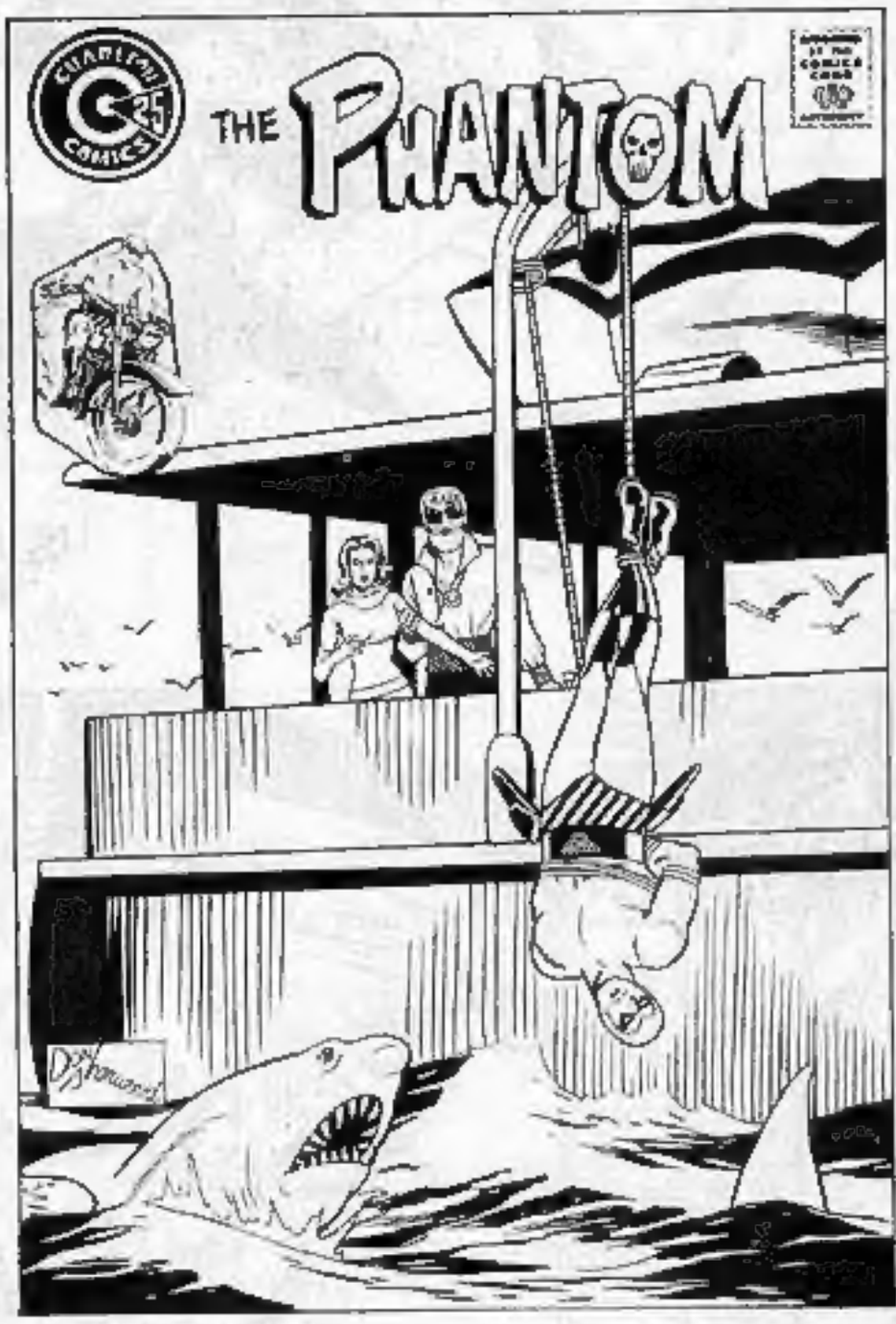
Tracking down the mysterious creatures of the night is what Monster Hunters will be doing. Host Col. White-Shroud (who bears a remarkable resemblance to Maj. Minor) will escort you into some fantastic adventures as members of this exclusive club hurt the most dangerous game of the netherworld. Joe Staton displays for us the good Col. White-Shroud in full gear. Watch out, Gorgo!

THE VENGENCE SQUAD will come blazing their way into Charlton's line-up in April! Two male and one female detectives make up the team that search out criminals that the law can't touch,(No, they won't be raiding Latveria!But they will be bringing plenty of excitement!) Speaking of excitement,coming your way in the back of VENGENCE SQUAD will be none other than Michael Mauser, of E-Man fame. This is one strip you won't want to miss, because it's brought to you by the same team that serves up E-Man's own mag, Nick Cuti and Joe (the Pro) Staton! Rosey Redd will also be around as a sometime love interest for our pint-size private eye!

From the outer realm of the imagination comes DOOMSDAY...PLUS ONE! In a world devastated by a nuclear holocaust, four individuals attempt to survive a world gone mad.The cast consists of two female scientists, an astronaut, and a primitive man thawed out of a glacier by the atomic blast. (obviously, he won't be the brains of the outfit.) Writer Joe Gill takes us on htis fantastic adventure to the world of tomorrow.. as soon as he gets someone to draw the thing!

From ancient China, a desendant of Yang, the Kung-Fu super-hero, will take up the sword and shuriken to battle pirates, rogues and all sorts of villians in HOUSE OF YANG! This is one book you'll want to remember to look for, especially since it will be written and drawn by the honorable Sanho Kim. (He has a knack for drawing orientals, doesn't he?) HOUSE OF YANG promises to be pure dynamite action from cover to cover. Just don't forget about the regular YANG book while your waiting!

Also on the list for new books are a mess of funny titles which we at Charlton lovingly call...funny books! These being SCOOBY-DOO by Bill Williams, HONG KONG PHOOEY by Frank Roberge, SPEED BUGGY by Bill Williams,and WHEELIE AND THE CHOPPER



BUNCH by Rog-2000's artist...John L. Byrne.

Two new adventure books are coming up courtesy Hanna-Barbera studios., KORG 70,000B.C. by Pat Boyette and VALLEY OF THE DINOSAURS by Fred Himes (a Charlton veteran) and Wayne (Midnight Tales) Howard. In other words, Charlton is up to their tusks in dinosaurs!

In the news dept: Charlton comics and CPL/GANG PUBLICATIONS will be guests at the Cosmicon convention in Toronto, Canada. (Well, actually... by the time you read this, it will have been already over with. I just wanted everyone to know that Bashful Nick Cuti was a guest of honor at the Con. Also there for Charlton is Joe (the pro) Staton and ball-and-chain Hilary Staton, Al Milgrom (one time Charlton artist and full-time Bullseye artist) and a host of ghosts! January 24th through the 26th. is/was the date set for this comic art COSMIC convention.

Tom (the Sultan) Sutton was recently injured while riding his

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FAR LEFT: Col. White-Shroud presents himself decked out in full battle gear.
BOTTOM CENTER: Cover of VALLEY OF THE DINOSAURS #2, by Fred Himes.
ABOVE: Ms. Nova Kane models for us her new super-heroine costume. Dynamite!

oike.(?) Anyway, the damage to his person was minimal and he's back at the drawing board. Reports state that he had a speedy recovery thanks to clean living and a sagging economy.

Baron Weirwulf will be taking over HAUNTED next month from the previous host, Impy. The new book will be entitled BARON WEIRWULF' HAUNTED LIBRARY. Dashin' Don Newton will be seen doing the art chores in this book every so often.

COMING COMICS

Coming Comics are a listing of the books due to be released on the stands. The date (3/21) for example, means release of book. This issue our coming comics are dated a bit ahead of our regular schedule in order for the readers to find out when the release of Charlton's new books is due, hence some titles will have incomplete information.

MIDNIGHT TALES #13. The Midnight Philosopher and Arachne present an "All-Insect Issue" with three buzzing stories: "The Scarab" by Nick Cuti and Don Newton proves that immortality isn't all it's cracked up to be..."The Bee" by Nick and Joe Staton tells the tale of a bee that terrorized an island (well, it was a big bee)...and finally, "Watchers on the Walls" is the weird story of a wizard who controlled flies, illustrated by Wonderous Wayne Howard & written by newcomer Britton Blume. (3/21)

E-MAN #9 In "The Genius Plant" E-Man and Nova Encounter a plant that can turn ordinary slobs into geniuses! They then plot to take over the world...uh, the neo-geniuses, that is...not E-Man and Nova!Plus everybody's favorite robot,Rog-2000,finds out what it's like to be human in "The Wish". (4/7)

FIGHTIN' MARINES #124. More rough leatherneck action! (4/7)

HAUNTED LOVE #10. Boys meet girls under strange circumstances! (4/8)

DOOMSDAY PLUS ONE #1. The name says it all! Pulse-pounding adventure in that maybe world of the future...by Joe Gill and the Charlton Mystery-Artist-of-the-Month! (4/10)

VENGENCE SQUAD #1. A trio of tough detectives take on the world of crime and injustice. All this and Mike Mauser, too! (4/10)

MY ONLY LOVE #1 Gee, I didn't know ya cared! (4/14)

SECRETS OF YOUNG BRIDES #1. *BLUSH* (4/14)

GHOST MANOR #24. Mr. Bones leads us all through the spookiest house in comics. (4/16)

GHOSTLY TALES #116. The oldest and still goin' strong! (4/16)

LOVE & ROMANCE #23. Our publisher's wife swears by it! (4/17)

SARGE SNORKEL #9. Beetle Bailey's favorite non-com is at it again. (4/17)

THE GREAT GAZOO #11. What can you say about 'lil green men from outer space? Especially one who is a personal friend of Fred Flintstone!? (4/23)

LOVE DIARY #94. At least we're a loving comics company! (4/23)

I LOVE YOU #113. I know...I know! (4/23)

HOUSE OF YANG #1. More thrills and adventure in the orient as Senho Kim weaves the first of many issues based on the lives of Yang's ancient ancestors. (4/23)

WAR #1. Stroies of war and strife, past, present...and future. (4/24)

THE MANY GHOSTS OF DR. GRAVES #52. The world's most renouned ghost-hunter! (4/28)

GHOSTLY HAUNTS #44. More stories from the aluring Winnie the Witch. (4/28)

BEYOND THE GRAVE #1.Presenting Mortimer Tishin,who often gets caught up in his work. (4/30)

THINGS (title subject to change) #1. Realtor Dee Monn takes us on a tour of his haunted houses. (4/30)

SCOOBY-DOO #3. Hanna-Barbera's most famous hound (next to Huckleberry) comes to grips with another crisis. (5/1)

VALLEY OF THE DINOSAURS #3. Gill, Himes, and Howard spin another tale of the Butlers, a modern day family in...ah, but you know! (5/1)

PHANTOM #66. This issue the Ghost-Who-Walks battles Redbeard the pirate and disrupts his entire criminal organization. Story by Joe Gill and art by Don Sherwood. (5/6)

POPEYE #130. Gorgeous George Wildman puts new life in the greatest of them all! (5/6)

BARNEY & BETTY #15. The moving saga of the Rubbles and their life in stone-age Bedrock. (5/8)

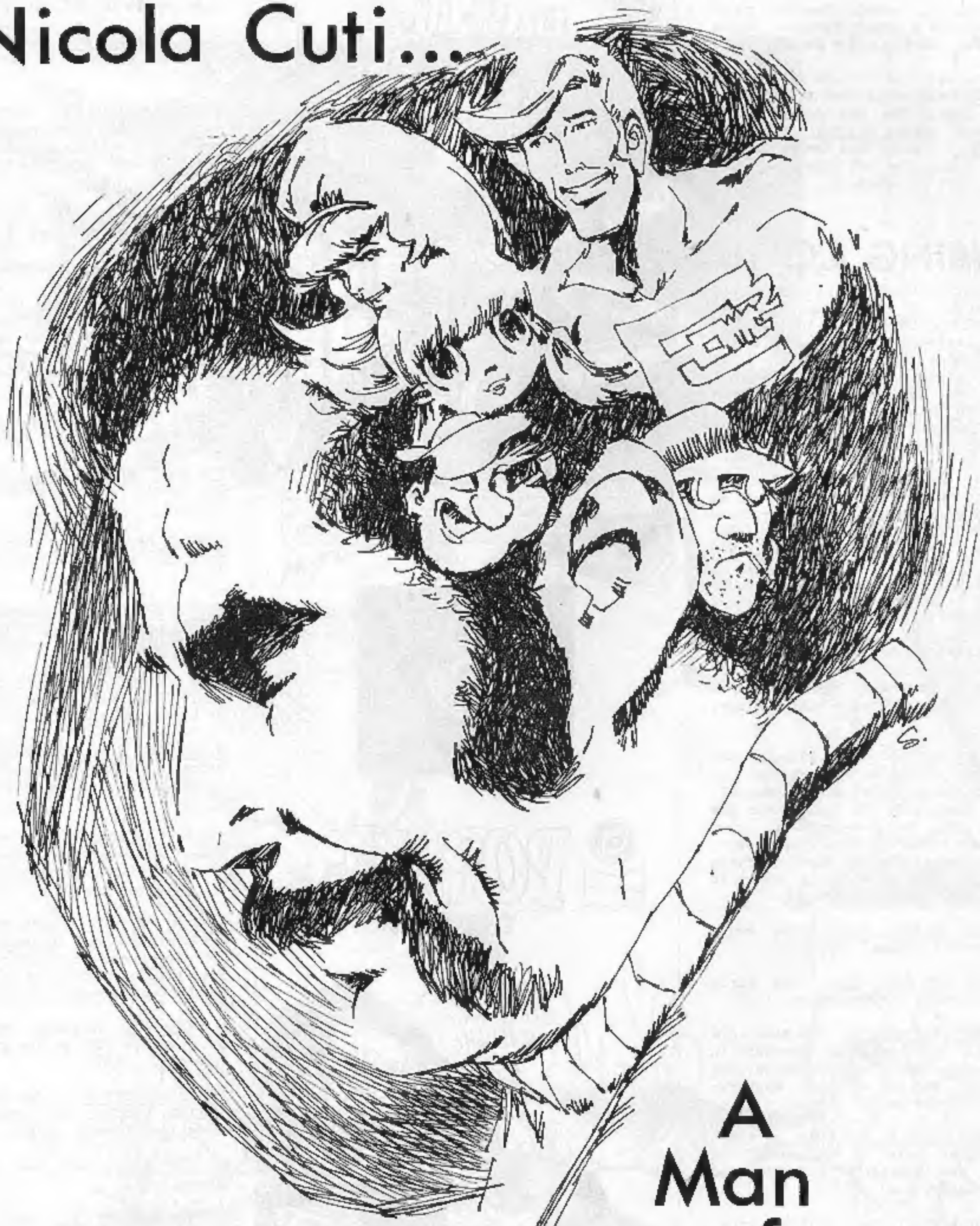
PEBBLES #28. Just the girl next door! (5/8)

MONSTER HUNTERS #1. Col. White-Shroud takes the floor! (5/12)

SCARY TALES #1.Countess R.H.VonBludd cracks the whip over another fabulous first issue. (5/12)

FOR LOVERS ONLY #80. Haters will not be allowed to buy this issue. (5/14)

Nicola Cuti...



A Man of Imagination

Bullseye: Nick Cuti has written several science fiction strips and is most recognized for his fine work in Charlton's E-Man. Before we actually get 'into' the interview Nick, why don't you give us some personal information about yourself; age, where you were born, hat size...(laughter)

Nick: I was born on 29 October,1944 (which makes me a 30 year old Scorpio) in Brooklyn, New York, to Italian-American parents. I am married to a lovely girl,the former Charlene Veselsky and my hat size is 7½. (laughter)

Bullseye: Nick,we were only kidding about the hat size. What about hobbies?

Nick: The only hobby that I have is magic. I do about four to six shows a year for friends and relatives. I also enjoy stories (mostly drama) in books, magazines, movies and television. My favorite subject is science fiction.

Bullseye: Well,how does the Charlton staff compare with Marvel's Bullpen or D.C.'s? I mean, what do you think makes Charlton superior to National or Marvel? Notice I didn't mention Seaboard?

Nick: I am not too familiar with Marvel or National's Bullpen. I did some freelancing for Marvel and I worked in National's Production Department for a week. National is more specialized than we are. At National there is an editor-in-chief with several editors under him.Each editor handles a few books and a Production Department makes the corrections on the books. At Charlton there is one editor, George Wildman, and one assistant editor, me. We also have a one man Production team, Paul Delpo. Paul and I do all of the production work. This is working under a disadvantage but there is less interference between editor and artist. We don't make changes just to justify our position and the artists and writers are grateful. Also we handle everything from script to printing to distribution all under one roof. We have total control of our product.

Bullseye: If you were in the correct circumstances,what changes would you make in the Charlton line-up?

Nick: The line-up I would work for more balance in our catagories. I would love to do a science fiction comic, but only if the market would call for it. For some reason Sci-Fi never sold as comics. When I was a freelance Artist-Writer I had tons of ideas which I knew would improve the entire industry but when I went into the editorial end I began to realize why these ideas were impractical.

Bullseye: I guess all writers thought that way.

Nick: Yeah, the artist wants to put out a handsome product. The business man wants to put out a product that will sell. Sometimes they are the same product...often they are not.

Bullseye: What do you think about the old Charlton line. You know, Capt. Atom, Blue Beetle, Judomaster, Thunderbolt.

Nick: I have only seen an issue or two of each book and although I liked what I saw I don't think that its fair for me to make a judgement.

Bullseye: When did you first take an interest in comics professionally?

Nick: I first became interested professionally in comics while I was doing a hitch in the Air Force. I had a great deal of free time so I read a lot. I decided that I was capable of doing a comic story. I sent a tale into Warren Publications and it was printed! It was called "Grub" and was illustrated by Tom Sutton...of course it was science fiction. Later I did a sf strip for a French art magazine while I was stationed in France. When I returned to the states I visited Wally Wood with some of my drawings. He liked the little space girl from the French strip and thus Moonchild was born. I eventually wound up working for Woody as his assistant until this job at Charlton opened up.

Bullseye: Nick, how do you think you've helped to improve the Charlton line of comics?

Nick: Have I?

Bullseye: Don't you feel that you have?

Nick: I think a great deal of the credit goes to my boss, George Wildman. He entered the office of Editor with a progessive mind and a large background in advertising. He came up with several ideas himself and he listened when Joe Gill or I approached him with our thoughts.

Bullseye: What do you think constitutes a 'good' comic book?

Nick: A good comic has a well plotted story and clear, well drawn art. Comics is graphic story-telling. It is similar to movies and television.

Bullseye: How does it compare to television?

Nick: The artist is much like a movie director. He decides on camera angles, who is right for the part, and what would be the best method to tell the writer's story. A comic book script is much like a movie or television script both in style and form. The action must be frozen in a series of scenes which when shown together tell a story. When both the artist and writer are enthusiastic about the story then you have a good comic book. If either one is lacking in competance or interest then you have a bad comic.

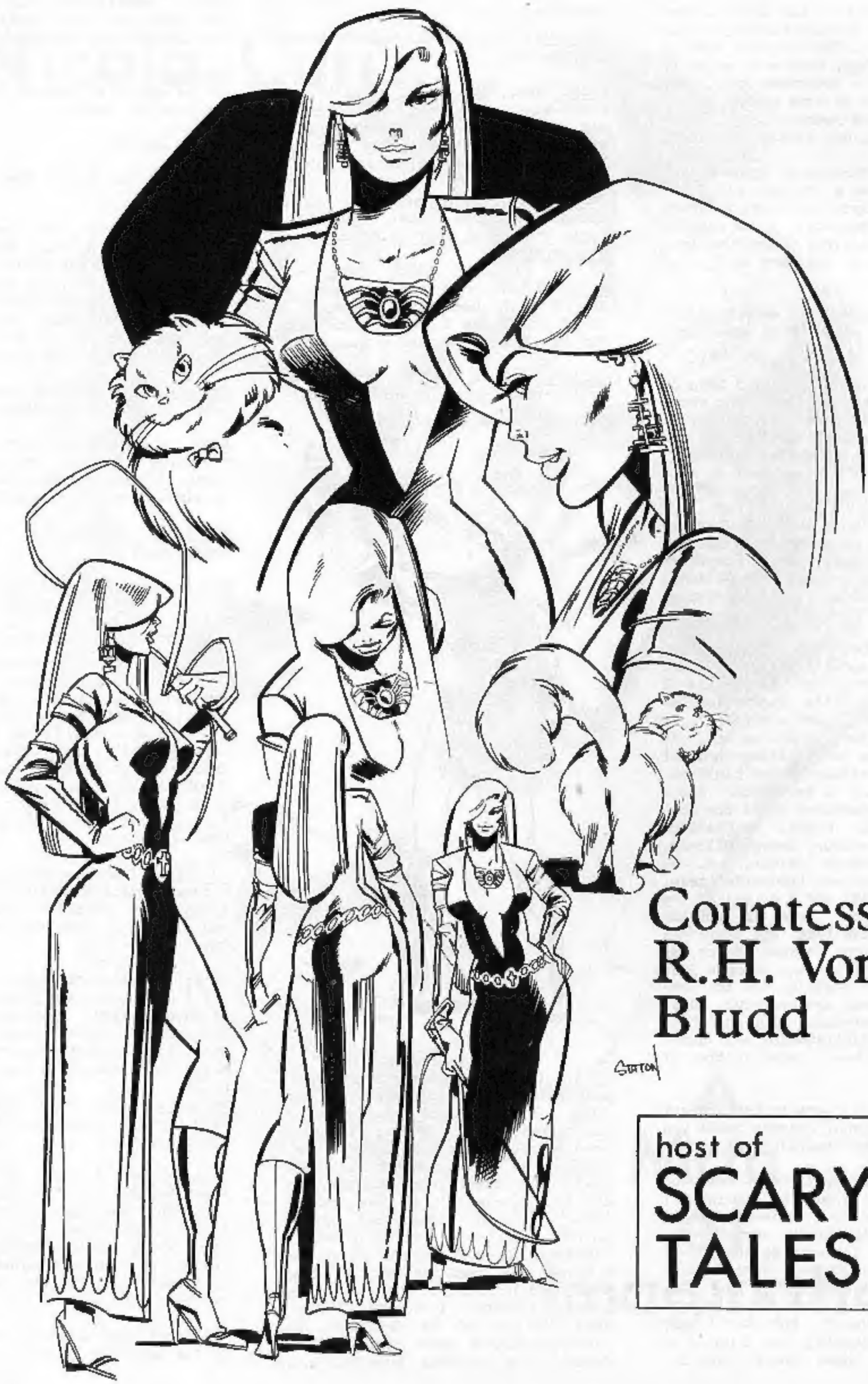
Bullseye: I see now the parallels between comics and films. What about E-Man, what kinds of things would you like to do with him in the future?

Nick: My plans for E-Man right now are just to keep him going. I think we have a unique character and as soon as the public takes him to heart the way that many of the fans have, then the sky's the limit.

Bullseye: What do you plan to do with E-Man's supporting characters like Nova?

Nick: Nova is going to become a super heroine with the same powers as E-Man. She makes a good contrast to the nieve E-Man, she has a strong personality and the public has been crying for a super heroine. If she works out well then she may get her own book.

Bullseye: How about Mauser and the little dog-like animal in "The City



Countess R.H. Von Bludd

host of
SCARY
TALES

in the Sand" Bool?

Nick: Bool was a one-time character in "The City in the Sand". It would be too difficult to explain what he is and where he came from if I continued to use him. However, since Joe Staton loves to draw cute, cuddly characters I've given him a koala bear called Teddy.(laughter)

Mike Mauser will not get his own book but he is going to back up a new feature called The Vengence Squad.* He'll have his own eight pages with Rosey Redd as his sometime girlfriend.

Bullseye: We will be looking forward to that. Who are your biggest influences in comics and outside of comics?

Nick: As a writer I was mostly influenced by Ray Bradbury, Issac Asimov, and Albert Camus. One of the few comic book artists who had any direct influence on me was Al Feldstien. Since comic book writers rarely recieve the recognition that comic artists recieve (which is totally understandable) I was not able to follow any ones in particular with the possible exception of Archie Goodwin, also a fine comic book writer. As far as "my art goes I would have to say that very early Walt Disney inspired my work and the Wally Wood. I was very fortunate to be able to work with Woody. He has sent many young artists off to a good start on their careers and I'm grateful to him. I've also been influenced by the many artists and writers whose work crosses my desk every day. I would have to say that Charlton itself has also been a powerful influence on my work.It has given me the opportunity to both learn and to sell my work.

Bullseye: Nick, tell us what you think about the relevance trend present in many comics today?

Nick: The primary purpose of comics is to entertain. It is a form of escape from reality. After it entertains it may have a secondary purpose to teach, educate or moralize, but it must entertain first. I have seen too many comics throw character and plot out of the window and justify doing this by saying that the story is relevant. Good examples of what I mean are two classic Sci-Fi novels: 1984 by George Orwell and Farenheit 451 by Ray Bradbury. Both novels made very serious points but they were also exciting and entertaining.

Bullseye: What are your views towards comic book fans?

Nick: I never knew that such a tightly knit unit ever existed until I became a pro so I was never a card carrying fan. However, I loved comics before I sold my first story so I guess I was, unofficially, a fan. At Charlton we like the fans because their taste in comics is more sophisticated than the average kid but it would be a mistake, businesswise, to write or draw for fans. There just aren't enough of them.

Bullseye: Isn't that a shame? The comic industry would fare alot better if it were so!

Nick: If every fan in the country bought a particular comic-and Only the fans- it would fold before the second issue came out. The artist in me loves the fans but the businessman in me says there just aren't enough but maybe someday the fans will make fans of all kids.

Bullseye: How do you like doing the Rog-2000 strip and what plans do you have for it?

Nick: I liked Rog-2000 from the very first time that I saw him. The contrast of a machine with the personality of a New York city cab driver is what makes for a lasting character. (laughter) I also enjoyed John Byrne's rendition of Rog. Of all the E-Man back-up features Rogie has received most of the favorable mail and therefore he will most likely become a regular feature. Beyond that, who knows?

Bullseye: You have worked in all kinds of comic media; undergrounds, black and whites, and over-ground, how do they compare to each other?

Nick: The underground allows me to do whatever I want, which is a terrible responsibility, including art but it is too errotic to be practical as a career. The only difference that I have found, between working for the black and whites and color comics, is the code. I have had to toss many good story ideas away because I knew the code would reject them. But I've also found that restrictions don't necessarily destroy creativity. Many of the stories that I've written for color comics I consider to be amoung my best.

Bullseye: Nick, we would like to thank you again for taking time out to talk to us and sharing your views with our readers.

Nick Cuti's new character...Col. White-Shroud. To appear in MONSTER HUNTERS!

BY ROGER STERN

Milo Tempus Graves is an extraordinary man. He is a tireless scholar,holding not one, but three doctorates--in literature, ancient history, and parapsychology. In addition he holds master's degrees in a score of other fields. Graves is the author of some twenty-five books, including one weighty tome (When the Spirit Moves You, J. Gill & Sons, New York, 1967, 1083 pages) that is considered by many to be the definitive study of poltergeist phenomena in the United States. He is generally acknowledged as an expert in the occult fields, and he has enjoyed...if that is the right word...some celebrity on the lecture and talk show circuit for his knowledge.

But for all his notoriety,Dr. Graves remains a man of mystery. He almost seems to be a man out of his own time, somewhat displaced from the world around him. How so? Well, consider if you will the present state of man.

The twentieth century man is a being of staggering accomplishments. He has cured countless diseases and is about to cure countless more. He has begun to unlock secrets of DNA and hence the machinery of life. And, he has developed a limited power to leave his planet and study other worlds. His technology is truly awe-inspiring. Yet, he is still largely unable to live with himself. He hates. He covets. He lusts! But most of all, the twentieth century man fears. And he fears a great many things. Death, boredom, rejection...and the unknown! Yes, especially the unknown! For the unknown is that great cosmic boogey man that lurks in nightmares and chuckles in the dark. And so the twentieth century man throws himself into his studies, that he might learn and somehow diminish the unknown. Thus for all of his achievements, man is still very much a creature at the crossroads. He has just begun to master the sciences of the future...and has not yet forgotten the sorceries of the past. He is very much unsure of himself.

Now in contrast to the generalized "Twentieth century man", let us consider Dr. Graves!

The minute you see Graves, you know he's different. Perhaps it has to do with the way he moves. His walk is firm and confident. He seemingly radiates power and assurance. And whenever he enters a crowded room, he instantly commands attention. Physically, he makes quite an impression..... his carefully-clipped brown hair, graying just a bit at the temples, offset as it is by the brilliant blue of his eyes. He's a tall man, this Graves, standing nearly six feet in height. He's neither stout nor slim, but a kind of idealized "normal" in build. And when he opens his mouth to speak, the deep, resonant tones could put an Orson Welles to shame.

Appearances aside, Milo Graves betrays a knowledge and wisdom that by rights should take a dozen lifetimes to acquire! And his abilities are legion. He has been a ghosthunter, a ghostbreaker, and a sleuth. He is scientist, psychic, and, if the rumors are true, sorcerer! He has exposed countless frauds and ferreted out innumerable charlatans. And yet, he has likewise encountered many cases of true supernatural phenomena. He does not merely believe in the existance of spirits...he knows! And that has made a great difference in his life and ours.

But isn't Graves a man of this century? That's a hard question to answer for no where can there be found a reference to his birth date! Oh, doubtless there is a card tucked away in some dusty government file that lists the time, day and place of birth. But if there is, its access is denied us. The slight gray at his temples and the timber of his voice would apparently put him in his mid-to-late forties. Yet his walk and vitality are those of a man in his twenties! And on the other side of the coin, his aforementioned knowledge betrays a life of study far surpassing that of the oldest scholars. One wonders if perhaps his resistance to the ravages of time is somewhat different from our own.

The problem is helped little by researching the public record. There is simply very little known of Dr. Graves before the mid-sixties. He apparently taught at a major New England university sometime after the second world war, acquiring a number of extra degrees during that tenure. He left said institution in the mid-fifties over a disagreement in teaching method, and devoted the next ten years to much travel and research, living off the income from a score of books he wrote along the way. It was during this time that he began to achieve some notoriety for his ghostbreaking exposes. This, plus the promotion of two new books in the mid-60's led to Graves' first nationwide exposures as an occult expert. From 1968 to 1970 he was in great demand on talk shows, which he tended to dominate whenever he appeared. However, he soon found that the fame garnered from such appearances interfered with his personal activities and so ceased most such appearances. This deeply disapointed Graves' agent who had been trying to promote a TV series on the occult with Graves as the host. Graves soon after found a new agent.

Graves is a very private man. Despite the many books he has written on the occult,he has held back most of the stories dealing with his own involvement in the subject. But for all of his secrecy, some of his amazing exploits have become part of public record...

FACT: In July of 1967, Dr. Graves was called away from a Florida vacation by NASA's Jed Steiner.Although there was no offical comment on the episode, reliable sources indicate that Graves actually made contact with spirits from another planet! (see The Many Ghosts of Dr. Graves #2)

FACT: In January of the following year, Graves solved a murder and prevented another in the borough of Queens with the aid of the first victim's ghost! (see T.M.G.O.D.G.#5)

FACT: November of '68 found Graves in the town of Bridgestream, Texas. There he encountered the extra-sensory powers of one Carl Ruskin. The full story has been supressed by local authorities, and Graves isn't talking.(See T.M.G.O.D.G. #10)

FACT: Poltergeists were the problem in February of 1970, when Dr. Graves saved Elena Phipp from a houseful of the demons. Here his old talents as a ghostbreaker came to good use. (see T.M.G.O.D.G.#18)

And these are just four of the many cases in which Milo Graves has played an active role! Unfortunately, they are the only four that have any additional documentation. There are other stories...tales of soul travel, possession, and sorcerous combat...but they remain largely rumor. So far Dr. Graves has not seen fit to mention any of these cases in the many books he has authored. Perhaps he will some day. And then again, perhaps not.

All of this, however, must lead one to wonder about a man called Milo Graves. Can a man so confident, so learned, and so wise actually be a man of the twentieth century? His writings show more knowledge of the events of the past three centuries than mere research could seemingly impart. There even seems to be an air of personal experience in his voice when he speaks. What could be the answer to this mystery!

No doubt about it, Graves is more than just a man at the crossroads...he is the traffic cop. He seems to exist simultaneously in worlds physical, metaphysical, and aetheral. Perhaps he, more than any other living man, can understand the relationship of it all.

A final consideration: Dr. Graves' last major television appearance was on a PBS special in 1973. During the course of that program he was asked if he thought reincarnation was possible. "Yes," he replied,"quite possible. But not necessary!"

Then he laughed.

Consider this man Graves! He knows more than he is telling! While others grope at questions, he whispers the answers.

He is Dr. Graves...the man who talks with ghosts!

FAR FROM THE SAFETY OF HER CASTLE, DAMARA OF ARCADIA AND HER BRAVE ESCORT, BALOR THE BARBARIAN, FOLLOW A LONG SECRET TRAIL ON HER QUEST FOR THE BLUE EMERALDS. BUT TO REACH THE STONES, THEY MUST FIRST PASS...

THE GUARDIAN SPIDERS!

I WAS ONLY A CHILD, BUT I'LL NEVER FORGET THE DAY I WATCHED THEM DEPOSIT THE EMERALDS!
PERHAPS YOUR FATHER REALIZED EVEN THEN THE DAY WOULD COME WHEN HE WOULD NEED THE TREASURE!
JEFF JONES
IF HE CAN'T PRODUCE THE SACRED STONES OF QUALIR SOON, THE PEOPLE WILL NOT HOLD ALLEGIANCE IN THE COMING WAR. THEN THE GARABS WILL OVERRUN THE KINGDOM!
THE CHEST IS NOT BURIED, BUT IT WILL BE DIFFICULT TO REACH. IT WAS PLACED IN THE BOTTOM OF A DEEP PIT... AND THE PIT IS GUARDED!

LIKE HORRIBLE PHANTOMS OF A WILD DREAM, GIANT SPIDERS CLING WITH SHAGGY TENDRILED CLAWS TO GROTESQUE COBWEBS CLUTTERING THEIR VALLEY!

THESE ARE THE GUARDIANS MY FATHER LEFT TO WATCH OVER THE EMERALDS!

BUT ONCE THEY WERE ONLY A QUARTER THIS SIZE, AND A QUARTER IN NUMBER -- IT'S *HOPELESS!*

THE SUN IS HOT, AND THEY APPEAR SLUGGISH! YOU LOSE HEART TOO SOON, DAMARA!

ARE YOU SURE THE EMERALDS ARE AT THE BASE OF THE CENTRAL PIT?!

YES, EVEN IF THIS VALLEY WERE DISCOVERED, NO ONE COULD HAVE KNOWN OF THE JEWELS!

IF YOU REACH THE CHEST, THERE IS A WEAPON INSIDE WHICH CAN DESTROY THE CREATURES!

STAY CLEAR OF THEM! I'LL CLIMB DOWN THE WEB BEFORE THEY KNOW WE'RE HERE!

HER WORDS ARE HEARD, BUT BALOR'S ATTENTION IS ELSEWHERE... ALREADY AS HE REACHES THE EDGE OF THE PIT, A HULKING MONSTER STIRS!

THEY'RE NOT AS DULL AS I'D HOPED! STILL, I CAN REACH THE CHEST BEFORE HE OVER-TAKES ME!

HE'S LOST! THEY'VE ALREADY SURROUNDED THE PIT!

AND AS BALOR MAKES HIS WAY DOWN THE PRECARIOUS STICKY STRANDS OF SILK...

HE'S RIGHT ON TOP OF ME! I'LL NEVER MAKE IT, UNLESS...

THERE'S LITTLE TIME FOR A LUCID PLAN, BUT HIS PRIM-ITIVE INSTINCT GOADS BALOR TO DESPERATE ACTION!

ONE SLICE JUST *HERE* SHOULD DO THE TRICK!

BALOR SWINGS FREE OF THE SPIDER'S OPEN JAWS WITH JUST SECONDS TO SPARE!

THE CHEST! IT ISN'T HERE!

THE LIVING PENDULUM PROVES TOO HEAVY FOR THE SLENDER WEB!

BALOR'S DARTING EYE SPOTS A GLEAM THROUGH THE SWIRLING DUST!

THE RUSTY LOCK IS AS BRITTLE AS A CRISP TWIG!

BY THE GODS! THOSE SPIDERS ARE FIGHTING OVER ME!

IT'S THE CHEST!

WHAT WEAPON CAN POSSIBLY STOP THEM?!

ONLY THE EMERALDS... AND THIS STRANGE ROCK!

IT'S ***GLASS,*** BALOR! A PRISM! HOLD IT UP TO THE SUN!

WONDER OF THE ANCIENTS! IT ***IS*** MAGIC!

IN MOMENTS, BALOR HAS CLEARED THE WEB, HIS FIRST SCORCHED VICTIMS CRASHING THROUGH THE TANGLED CORDS TO THE FLOOR OF THE PIT!

IT'S CAUSING THE SPIDER TO BURN!

THE OTHERS ARE ESCAPING!

BUT AS BALOR NEARS THE RIM OF THE PIT, HIS NEW WEAPON BEGINS TO LOSE ITS POWER!

WE MUST HURRY! THE GLASS IS USELESS NOW!

THE REFLECTION AGAINST THE WALLS STRENGTHENED THE SUN'S RAYS!

MAY THE STRENGTH OF MY ARM GIVE THE ROCK ONE LAST ***STRIKE!***

WE'RE TRAPPED, BALOR! THE TRAIL IS BLOCKED!

THERE IS ONLY ONE!..

DON'T FALTER! FOLLOW ME!

WHUUUUNK!

THERE IS NO HINT OF FEAR TO STAY BALOR'S MAD RACE, AND WHEN HE IS BUT YARDS FROM THE MONSTER, A STRONG ARM WHIPS HIS BLADE BETWEEN RAKING CLAWS!

THE DEMON CANNOT BE KILLED!

NO! THE EYES SHOW DEATH ALREADY-- HIS LIMBS WILL KNOW IT SOON!

THE BARBARIAN'S INSTINCT PROVES TRUE, AS THE LIFELESS BUT TWITCHING TERROR TOPPLES FROM THE CLIFFSIDE!

THE PATH IS CLEAR, DAMARA. RIDE AHEAD, I'LL CATCH YOU!

BALOR STRIDES BOLDLY BETWEEN THE UPTURNED CLAWS OF HIS VANQUISHED FOE...

I'LL SURELY HAVE NEED OF THIS AGAIN!

BALOR RIDES EASILY UP THE BARREN TRAIL, LEAVING A CLOUD OF SAND TO SETTLE OVER THE SPIDER STREWN VALLEY OF STONE...

MY FATHER WILL SURELY REWARD YOU GENEROUSLY FOR WHAT YOU'VE DONE!

WELL IN THAT CASE, LITTLE ONE, WHY DO WE STAY HERE?! LET'S RIDE!

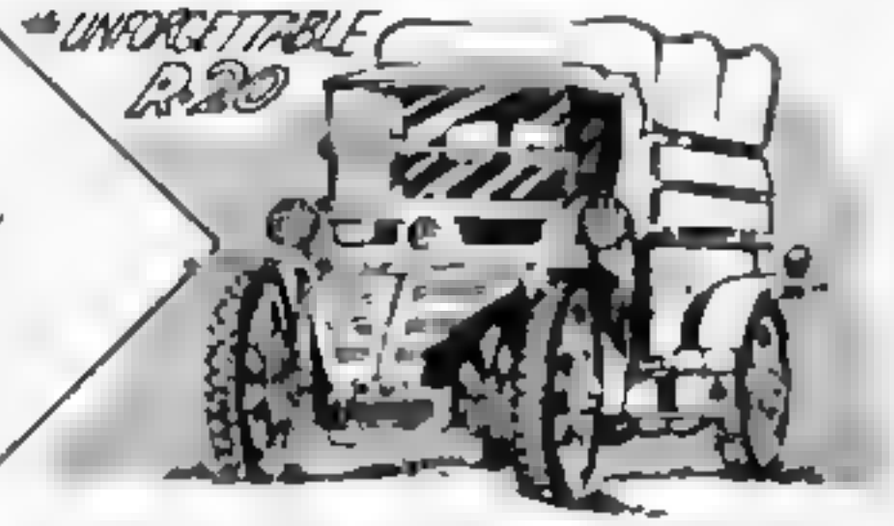
ROG-2000: A FAMILY ALBUM

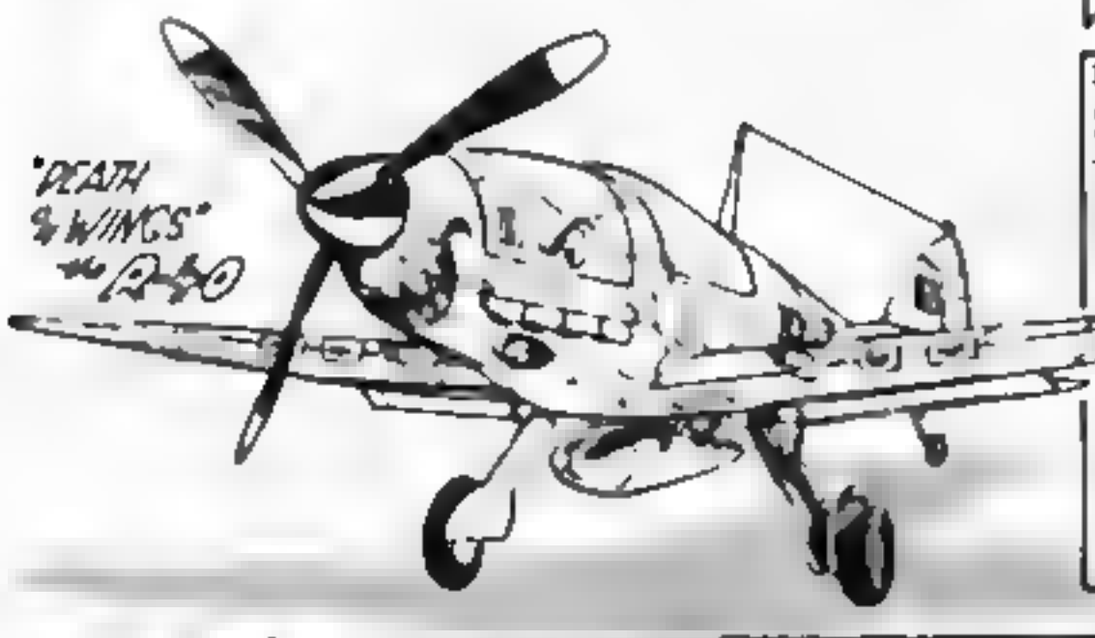
as compiled by his creator.

PART I: THE FIRST 99 (1899-1955)

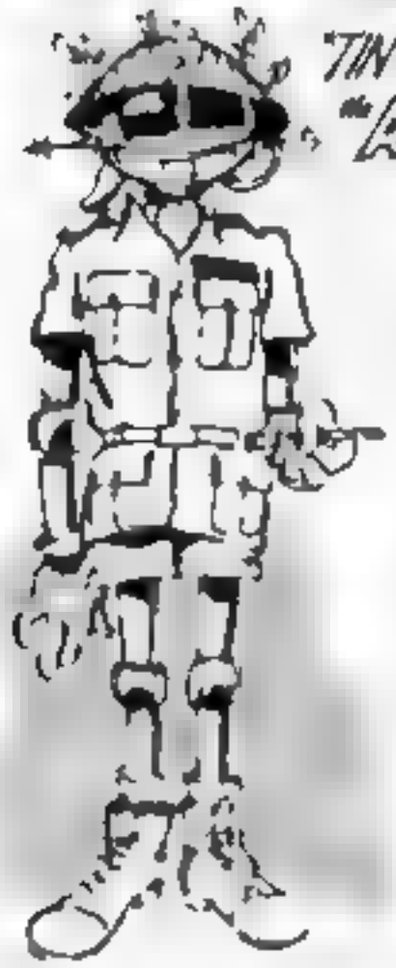
CREDIT FOR THE FIRST OF THE ROGIE LINE BELONGS TO MY GREAT GRANDFATHER, JAMES AUGUSTINE DANIEL BYRNE, WHO BUILT THE PROTOTYPE R-1 IN 1899, ALTHO THE R-1 PROVED DURABLE (THE PROTOTYPE IS STILL ON DISPLAY IN THE BRITISH MUSEUM, AND IS USED IN ARMISTICE PARADES) AND WAS POSSESSED OF MANY INNOVATIONS THE FULL MERIT OF WHICH WERE NOT REALIZED UNTIL YEARS LATER, NO FORM OF TELEVISION WAS THEN IN EXISTANCE, SO, ALBEIT EQUIPPED WITH THE PATENTED "BYRNE-BRAIN", (STILL USED IN ROGIE MODELS) THE R-1 WAS BLIND, AND REQUIRED RADIOED INSTRUCTIONS FROM AN "EYE-IN-THE-SKY": A SOLDIER IN AN OBSERVATION BALLOON TETHERED ABOVE THE FIELD OF BATTLE. THESE, AND NOT THE R-1'S BECAME THE TARGETS OF ENEMY SNIPERS, AND THE BATTLEGROUND CAME TO RESEMBLE A DEMONSTRATION OF "POPPIE-EMG" AS THE UNGUIDED R-1'S CAREENED ABOUT, FIRING BLINDLY, WITH MOST OF THE CASUALTIES ON THEIR OWN SIDE. ONLY THE PROTOTYPE SURVIVED.

THE AGE OF MUSTARD-GAS BROUGHT INNOVATIONS APLENTY TO THE AS YET UN-NAMED ROGIE LINE. HAVING SERVED AS AUTOMATIC STREET-SWEEPERS, TAXIS, MOTOR-CARS FOR DIPLOMATS, AND OTHER SUCH PURGATORY TASKS, WORLD WAR ONE OPENNED NEW VISTAS FOR THE INDEFATIGABLE "BYRNE-BRAIN." IT WAS MY GRANDFATHER, FREDERICK ARTHUR BYRNE, WHO BROUGHT NEW FAME TO THE LINE WITH THE MULTI PURPOSE R-20, UTILIZING A STANDARD LORRY BODY, AND AN ECHO-DETECTION SYSTEM THAT WOULD LATER INSPIRE SONAR, THE R-20 SERVED AS A SUPPLY CARRIER, HOSPITAL-WAGON-CUM-HEARSE, AND EVEN (PAINTED IN ENEMY CAMOFLAGE) AS A SPY. THE R-20 SERVED PROUDLY FROM 1916 TO 1924, WHEN IT WAS FINALLY RETIRED. THE PROTOTYPE WAS LOST IN ACTION IN 1917. BUT THREE OF ITS SISTER-MODELS SURVIVE, IN THE BRITISH MUSEUM; THE SMITHSONIAN; AND HARRAH'S COLLECTION, LAS VEGAS.



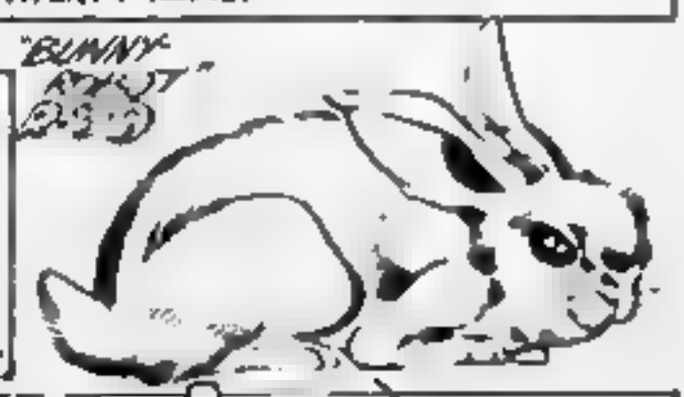


IT TOOK ANOTHER WORLD WAR TO BRING THE ROGIE SERIES ONCE AGAIN INTO PUBLIC SERVICE. NINETEEN "R" MODELS HAD BEEN MADE IN THE YEARS BETWEEN 1924 AND 1939. BUT NONE HAD BEEN MORE THAN YEAR TO YEAR (OCCASIONALLY MONTH TO MONTH) MODERN-IZATIONS OF THE R-20. IN 1940, WHILE MY FATHER SERVED IN BURMA, MY UNCLE, ARTHUR KITCHENER BYRNE BUILT SIX R-40'S SIMULTANEOUSLY, TO MEET THE THREAT OF HITLER'S LUFTWAFFE. AN ENTIRE CHAPTER OF CHURCHILL'S SECOND VOLUME ON W.W.II, "THEIR FINEST HOUR", IS DEVOTED TO THE R-40, SO WE NEED ADD NO MORE HERE THAN TO REMEMBER THEY SERVED VALIANTLY AND, LIKE THEIR COUSIN THE SPITFIRE, WERE IMMEDIATELY CONVERTED TO POTS AND PANS AFTER THE WAR. FOR THIS REASON NO R-40'S WERE AVAILABLE WHEN HARRY SALTZMAN AND S. BENJAMIN FIGZ GET ABOUT TO FILM THE MOVIE VERSION OF "THE BATTLE OF BRITAIN".



BURMA' AS THE JAPANESE OFFENSIVE RELENTLESSLY DROVE THE BRITISH ARMY TOWARDS THE SEA, AN ANSWER CAME IN THE FORM OF THE FIRST CLEARLY MALE, CLEARLY HUMANOID ROGIE MODEL, BUILT IN 1943, OUT OF OLD STENGUN PARTS AND A STOLEN TEA KETTLE. BY MY FATHER, FRANK LINDLEY BYRNE. A "SUPER-SOLDIER" CREATED TO INSTIL FEAR INTO THE NIPPONESE HEART. THE PROTOTYPE R-45 WAS BUILT IN ONE NIGHT ON A BET. FOLLOWING AN ARGUMENT WITH HIS C.O. MY FATHER WAGERED HE COULD DEMONSTRATE THE BASIC INFERIORITY OF THE OFFICER CLASS BY BUILDING ONE. THIS HE DID. UNFORTUNATELY, THE R-45'S FIRST COMMAND WAS AN ATTACK ON A LOW FLYING MITSUBISHI ZERO GEN FIGHTER. HE PLUNGED TO THE BOTTOM OF A 400 FT. CLIFF WHILST IN PURSUIT OF HIS TARGET, AND MY FATHER, AWAKENING THAT MORNING WITH A SEVERE HANG-OVER, WAS UNABLE TO REMEMBER HOW HE HAD BUILT THIS FIRST WALKING ROGIE-MODEL. THE SECRET REMAINED LOST FOR OVER TWENTY YEARS.

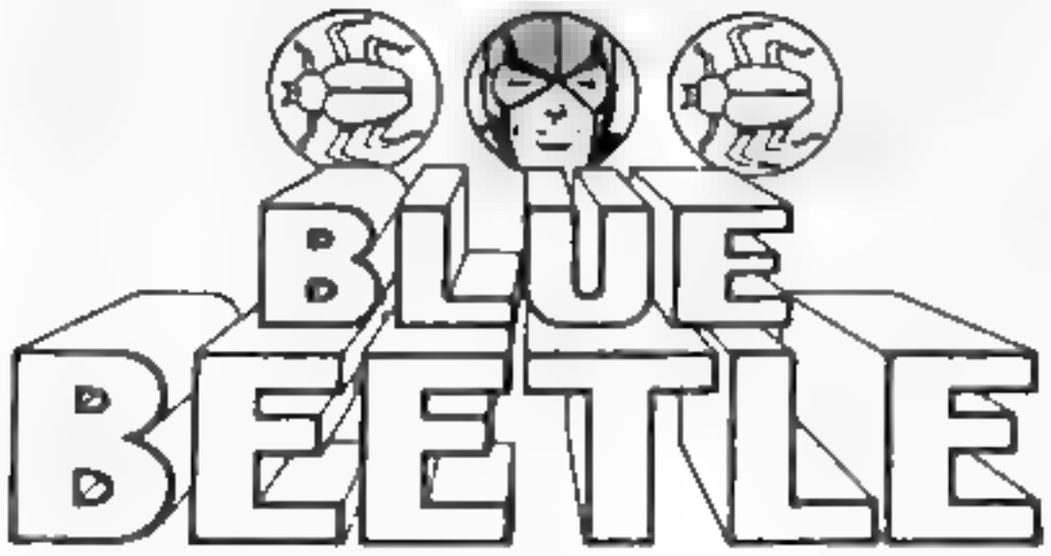
BECAUSE OF A HIGH MORTALITY RATE AMONGST MY PETS (AT AGE 31 I'VE VOWED TO BECOME A SURVIVOR) IN 1955 MY FATHER BUILT THE R-99, THE LAST OF THE ROGIE SERIES TO BE UN-NAMED. THE R-99 SERVED LOYALLY UNTIL 1965, WHEN HE WAS RETIRED TO THE ALBERTA GAME FARM NEAR EDMONTON. HE WOULD NOT BE OF SPECIAL INTEREST WAS IT NOT FOR THE FACT THAT MODIFICATIONS IN THE "BYRNE-BRAIN" TO TO MAKE THE R-99 MORE "RABBITY" PERSIST IN SUBSEQUENT MODELS, NOTABLY THE MOST RECENT ROG-2000 MODEL.



FOR MORE OF ROGIE'S KITH AND KIN DON'T MISS THE "GEARS ROBOT CATALOGUE", COMING SOON TO

JOHN BYRNE

BLUE BEETLE



The Boys in Blue

By FRANKLIN W. MAYNERD

There has been a "thing" for insect-oriented heroes over the years. There must be something about the little critters that inspire the sense of wonder. Maybe it's the fact that they have such amazing strength for their size. Maybe it's the fact that so many of them can fly. Who can say? One thing is for certain, they've been the inspiration behind a whole flock...or should we say swarm...of super-doers. And not the least of the insect heroes has been the Blue Beetle.

The Blue Beetle! Roll the words around in your mouth and feel their power! The Blue Beetle. It has the sound and wieght of glory to it! And, not so surprisingly, the Blue Beetle has been around in one form of another for over 35 years!

He began in 1939 as a creature of the long-defunct Fox comics house. Though often crudely rendered-as were many strips of that day--he enjoyed an unnatural popularity. The storyline has simple enough...rookie cop Dan Garret took a dose of Vitamin 2X, gaining great super-energy powers. With his powers and ablities advanced far beyond those of the average man on the street, Garret donned a suit of Blue chain mail and became...ta-dah...the Blue Beetle! That Beetle drifted along for a few keeping a respectable audience, but not making any real waves. At one point he even enjoyed a short-lived newspaper strip, rendered at times by a then-fledgling artist named Jack Kirby. The Fox comics line eventually folded, but a new company had come into being in those murky mid-century days...a new house called Charlton. Charlton took the Beetle in...gave him a book of his own...even featured his strip in books like Nature Boy and Space Adventures...but it was no use. The mid-fifties were not good times for super-heroes, and so the early Blue Beetle faded into oblivion. There would not be another Blue Beetle at Charlton for nearly ten years.

The early sixties had seen a resurgance of the super-hero. The four-color skies were packed with those amazing beings whose mighty skills were the eternal nemesis of evil-doers! It was inevitable that Charlton would get back into the super-field, and in 1964 it happened! That was the year that a young, talented archeologist named (hmm!) Dan Garrett found his way amoungst the sacred tombs of ancient Egypt. There in the tomb of Kha-Ef-Re, Dr. Garrett received the enchanted scarab that transformed him into....the Blue Beetle! Mighty indeed were his powers. He could propel himself through the skies faster than the speed of sound! He could survive the vacuum of outer space! He could traverse time itself! Bullets were as nothing to him, and he could hurl great bolts of energy at his adversaries! These and other great powers were his. And all Dan Garrett had to do was grasp the sacred scarab and utter the words "Kaji Dha ! Instantly he would stand garbed in the scarlet and sappire uniform of the Blue Beetle. It was the stuff legends are made of, and in the months that followed Garrett did his best to live up to the name Blue Beetle. He fought giant mummies in Egypt and prehistoric men in the Arctic. He battled foes like Mr. Thunderbolt, the Red Knight, and Mentor the Magnificent. If the stories were a bit hokey and the artwork was a bit lackluster, the readers didn't seem to mind. And when the third issume of Blue Beetle rolled around, there was a letters page, one of Charlton's first. Suddenly there was an outpouring of mail. Letter came in from long-time comic book fans like L.L.Simpson and David Kaler. (Dave would later wind up writing features like Captain Atom and Nightshade at Charlton.) Then-fan artist Alan Weiss wrote in suggesting costume improvements for Dr.Garrett's alter ego. Oh, and speaking of Alter Ego,the Blue Beetle also proved to be an early testing ground for the scripting talents of one Roy Thomas, who has since gone on to other things.

Yet for all of the importance of this new Blue Beetle,the feature didn't last. The mass appeal just wasn't there. and so, the Blue Beetle as a title expired again.

But not for long.

While Blue Beetle was faltering, a whole new crop of Charlton Action-Heroes had grown up. Back from the early days of the cold war was Captain Atom! And there was young Peter Cannon who had found enlightment in the mystic east, and who fought as in the guise of Thunderbolt! Frank McLaughlin put his pen to the page and Judomaster came to life! And then there was Peacemaker, Sarge Steel, Night-Shade, the Santinels, and the Fightin' Five

Remember how we said the Blue Beetle was a name to be reckoned with? Well, with issue #83 of Captain Atom, the Blue Beetle was back! But this was a far different Blue Beetle! Gone were the quasi-immortal powers. This was a new Blue Beetle,as conceived and rendered by the ever-incredible Steve Ditko. This Beetle went by the name of Ted Kord. And Ted Kord was a mortal man.

The first adventure hit the book with seven page of solid excitement! A blue-clad Ted Kord took to the skies of Hub City in a vehicle that was forever-more referred to as the Bug. The Bug was an impossible, gravity-defying craft, providing everything from transportation, protection, and a miniature crime lab to equipment storage and overnight accomodations. But if the Bug was a wonder, then so was the man who had created and piloted her. Ted Kord, as it turned out, was a scientist of high esteem. He was certainly no slough in the physical ablities department, either! Swinging beneath the Bug like some humanoid insect, Kord/Beetle tore into thugs with foolhardy abandon. Certainly he wasn't perfect! He'd get quite a few knocks from the cheap hoods he bedeviled! But he was the Blue Beetle,and ultimately he'd win'

The readers loved him! A look at the letters page of following issues showed Blue Beetle drawing more response than Captain Atom! Three more issues of plying Cap's back pages,and reaction grew so strong that the Beetle was awarded his own book. And then things really went to town!

"But," you might ask, "weren't old readers disturbed by a "new" Blue Beetle following the old one so soon?"

In a word...no! For you see, the New Blue Beetle owed his existance to the old!

The second issue of this new, Ditko-Blue Beetle's book told that tale. Ted Kord's uncle Jarvis had enlisted Ted's aid in a secret project. Unware of his uncle's motives, Ted agreed to help. Before he could discover what the secret project was...what his research had helped develope...Jarvis was supposedly killed in a lab explosion. Picking through the remains of the lab, Ted uncovered the horrible truth. Jarvis had been using him to help perfect the prototype for an army of powerful robots! Moreover, Ted suspected that his uncle's death had been faked, and that the old man had moved his lab to the caves of nearby Pago Island. Being a bit of an idealist, Ted decided to go to Pago and settle his suspicions. But he would need help...someone with a knowledge of cave exploration. And so, Ted called on his old college buddy...Dan Garret(now spelled with one"T")!

As it turned out, Jarvis was very much alive! Once on the island,Ted and Dan were captured by a task force of the prototype 'bots, their boat was destroyed,and they were carried deep into the earth...into Jarvis Kord's hidden lair. There Jarvis revealed his mad scheme. He would create an army of Hyper-improved super-androids and take over the world! It was an insanity worthy of the late show. Yet even more insane was the fact that Jarvis could actually do it!

Having satiated his ego, Jarvis ordered his mechanized minions to quite literally put the squeeze on his captive audience. Faced with being crushed to death, Garret threw caution--not to mention his secret identity--to the winds and became the Blue Beetle! He easily freed Ted from the robot's grasp and then turned to take on the prototype army. In time, he could have won. But time has a way of running out sometimes. In the midst of the battle Jarvis stole away

BLUE BEETLE
12¢
APPROVED BY THE COMICS CODE AUTHORITY
THE CHALLENGE OF
the RED KNIGHT
BLUE BEETLE FALLS A POWER GREATER THAN HIS OWN IN
'THE CAPTURE OF THE WHITE QUEEN

oats. And though he had no superhuman powers, he somehow seemed twice as dynamic as his predecessor! He fought crime with a vengance...everyone from tough hoods like Killer Koke to organized gangs like the Madmen. None could stand up against the acrobatic skills of the Blue Beetle and his high-powered Bug!

Of, course, no hero is complete without his supporting characters, and Ted had two fine ones. One was Lt.Mike Fisher. Fisher was the detective in charge of the Garret investigation. He was a good and a tough one, too. And though he constantly bedeviled Kord like some early-day Columbo, Ted grew to respect theman for his devotion to duty.

The other major character in the Blue Beetle Traveling Company played a much bigger role in Ted's life. Her name was Tracey Davis, and besides being Ted's lab assistant,she was the love of his life. And she was the only one who knew he was the Blue Beetle! On more than one occasion she led Lt. Fisher on a merry chase so Ted could soar over the darkened alleyways and waterfronts of Hub City in his blue unionsuit.

As a hero, the Blue Beetle was a truly captivating creation. And when cutbacks at Charlton caused his cancelation, there were many saddened readers. They had grown to love his tales of action. Those stories had a vitality..a. ..amagic to them! Magic...hmmm.

Yes, there is a kind of magic about the Blue Beetle. And Maybe it was that same brand of magic that inspired a group of Midwestern fans to bedevil Nick Cuti into poking around the Charlton archives until he found that one last never-printed Blue Beetle story. That story appeared in a special portifolio that in turn led to the magazine you're holding in your hands now. So you might say that the Blue Beetle is responsible for Bullseye. Maybe. Possibly.

So we hope you understand why we might be just the slightest bit enthusiatic over the Blue Beetle.

Will he ever return? Will Ted Kord ever slip back into that two-toned blue outfit, climb into the Bug, and fly over Hub City? Perhaps a future issue of Bullseye will tell the tale. Perhaps the ultimate fate of Dan Garret is still in question, eh? And perhaps somewhere deep beneath the surface of Pago Island a lone circuit continues to spasmodically click into place, awaiting the day when...ah, but that would be telling! For now the Boys in Blue lie in limbo. Do we hear a call for their return?

to the central power control. There he sent a power overload through the robots...and directly into the Blue Beetle! Millions of volts crackled over Garret's transformed body. The hidaway was shaken by the titanic force! And as the Beetle fell to the cave floor, a final power feedback ripped thru the control center! There was an explosion and the menace of Jarvis Kord was over!

But Dan Garret, his mystic rainments ripped and torn by the raw eletrical power, lay in a plie of rubble...dying.

With his words coming in gasps of pain, he swore Ted to secrecy and made his promise to carry on as the Blue Beetle. Ted agreed, but before Dan could give him the enchanted scarab the sides of the cavern gave out with an ominous groan. Cave-in! And in the space of a heartbeat, the two old friends were separated. Staggering through all the rubble.Ted Kord reached the surface just as a final tremor sealed the cave entrance...and all evidence of Jarvis and his robots.

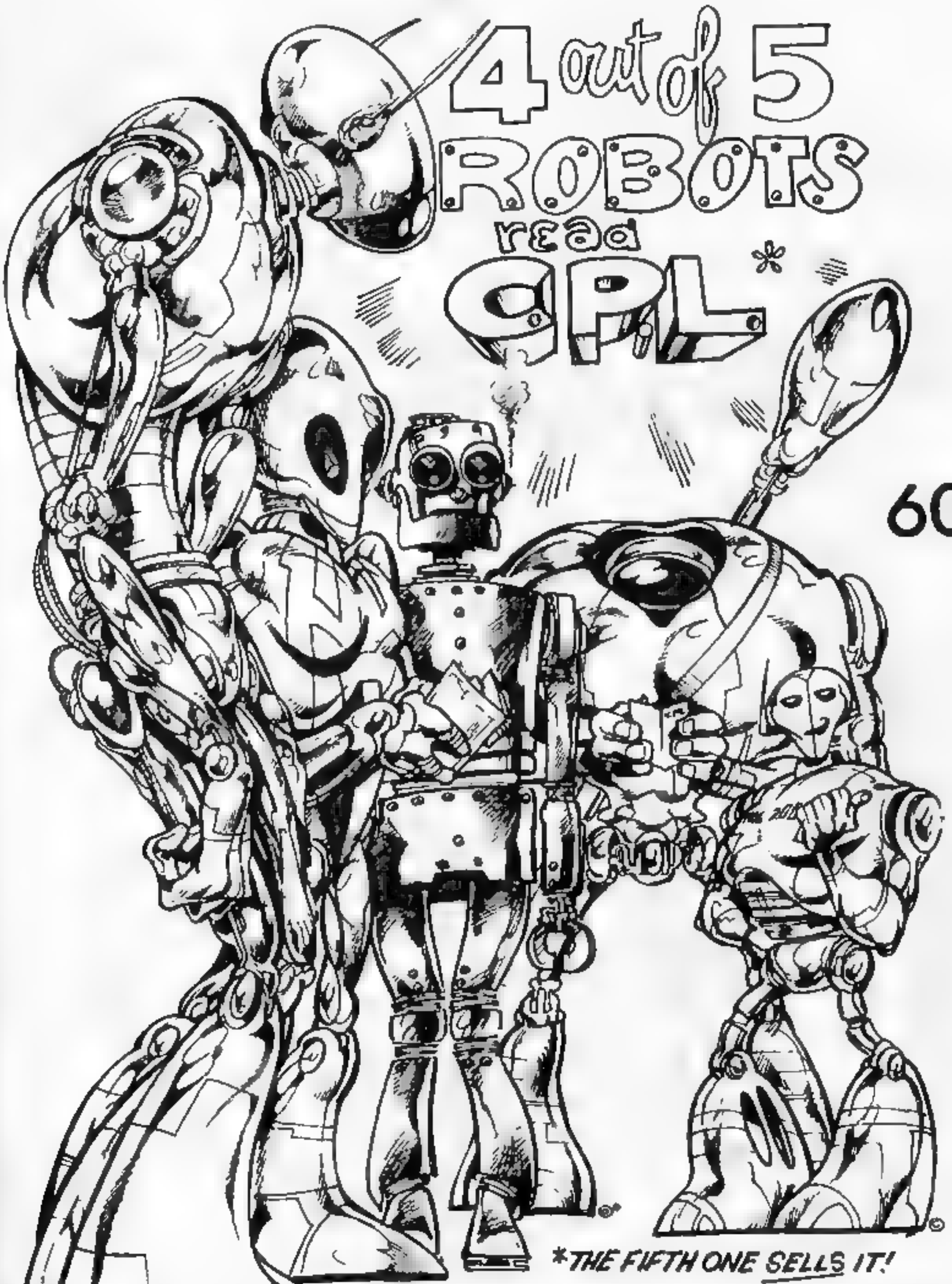
Rescued from the island by fisherman, Ted found a long series of problems just beginning. Where was Dan Garret? The police wanted to know, but Ted couldn't tell them. He feigned amnesia,but the police weren't convinced. They would be keeping their eye on Kord. All of which made his second problem a little more difficult..,how to become the Blue Beetle.

It took months of stremuous labor to make good his promise to Garret. He had to design and assemble his amazing Bug. There were tests and improvements to be made in equipment and uniform. Finally, there was the training necessary to bring his body up to its physical peak. But finally his task was completed and he emerged as the newest Blue Beetle.

And he was something.

Under the artistic and plotting guidence of Steve Ditko, the Blue Beetle was every inch a hero! Given the opportunity, he would gladly wade into a nest of thugs and cutthr-

I DON'T KNOW WHAT LT. DUNN HAS IN M MD BUT THERE'S NOTHING THE P.D. OR COULD WANT ME FOR
THAT BLASTED BUG THREATENS TO HIT INTO US! GIVE YOURSELF UP, BEETLE!



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SUBJECT: the Ghost

INFORMATION: Real name: Alec Rois
Well-known research scientist
Genius in the field of solid-state electronics

COMMENTS: Rejected as a youth,Rois became bitter. When his studies uncovered the secrets of teleportation,he used his discovery to lead a secret life of crime as the Ghost. As Alec Rois he is a wealthy, respected member of Washington society and a personal friend of Captain Adam and Eve Eden. For the past eight years he has been a more-or-less willing guest of the Warrior Women of Sunuria, who have mistakend him for the Faceless One, their long-lost evil diety.

POWERS: Teleportation (range unknown)

LAST KNOWN WHEREABOUTS: Sunuria...wherever that is!

SUBJECT: Captain Atom

INFORMATION: Real name: N. Christopher Adam, Captain, USAF
Child prodigy--mastered university-level work in chemistry and physics at age eight.
Graduate of U.S. Air Force Academy, with honors.
Victim of first--and last--near-space nuclear test.
Expert in fields of rocketry, ballistics, astro-navigation.
Transferred from NASA to Special Intelligence Wing, 1966.

COMMENTS: Trapped in the nose cone of an Atlas missile armed for nuclear testing, Captain Adam was totally disintegrated and by some cosmic fluke was reintegrated as an atomic-powered being. The secret of his dual life is shared with M./Sgt. Jeffery "Gunner" Goslin, General Clinton Eining, Ms. Eve Eden (See accompaning file), and a few high-ranking officials.

POWERS: Due to an accident with an out-of-control nuclear reactor in the late sixties, Captain Atom's nuclear powers have become cyclic... i.e. they will weaken with heavy use, but soon build back up to their peak.
Hyper-active strength, flight,invisibility(thru light refraction), nuclear fireball capabilities

LAST KNOWN WHEREABOUTS: Captain Adam is officially stationed in the Washington D.C. area, but may be dispatched to any area of the world at a moment's notice.

SUBJECT: Nightshade

INFORMATION: Real name: Eve Eden
Daughter of Senator Robert Eden

COMMENTS: Eve's mother Magda was actually a princess from another dimension. Magde's people had the ability to transform themselves into living, two-dimensional shadows.When Eve and her brother Larry were small, Magda revealed her secret to them, and showed them how to use their powers to transcend the dimensional barriers. Once in her home world, however, Magde and her children were attacked by minions of the evil Incubus. In the midst of the battle Magde was mortally wounded and was just able to transport herself and Eve back to this sphere. Larry was never seen again, but Eve made a promise to her dying mother to go back for him someday. Senator Eden knows nothing of this, but believes his wife and son were victims of some assasination conspiracy.

POWERS: Nightshade is of normal strength, but possesses great skill in most, if not all, of the martial arts. Ability to become a living shadow

LAST KNOWN WHEREABOUTS: Eve is frequently found in the limelight of Washington & New York society.

FROM THE TOP SECRET BULLSEYE FILES.....

After 8 Years!
The Action-
Packed Return of

CAPTAIN ATOM

SHOWDOWN in SUNURIA!

IN A PLACE NO OUTSIDER KNOWS, THE GHOST -ARCH-ENEMY OF CAPTAIN ATOM - - DEFENDS HIS PAST FAILURES TO THE RULING COUNCIL OF THE STRANGE RACE THAT WORSHIPS HIM AS "THE FACELESS ONE."

I TELL YOU, I HAVE THE MEANS TO DESTROY CAPTAIN ATOM, AND ALL WHO STAND WITH HIM!

BUT, WHAT MAKES YOU THINK YOU CAN DEFEAT YOUR FOE, O' FACELESS ONE? HAS HE NOT ELUDED YOU ENOUGH?

BAH! HE HAS BEEN LUCKY! BUT THESE PAST YEARS I HAVE NOT BEEN IDLE! I KNOW NOW HOW TO DEFEAT HIM!

STRIKE WITHOUT WARNING! TELE-PORT HIM HERE TO SUNURIA!

WITH THE COM-BINED MIGHT OF MY TASK FORCE I CAN SNUFF OUT HIS MISERABLE LIFE!

YOU PROPOSE TO ACCOMPLISH NOW, WITH OUR HELP, WHAT YOU COULD NOT BEFORE, ALONE? HOW UNLIKE YOU TO RELY UPON THE STRENGTH OF OTHERS, EVIL ONE!

HIGH PRIESTESS!

GRACEFULLY THE VEILED FIGURE GLIDES INTO THE CHAMBER -

WE WORSHIP AND LOVE YOU AS A GOD, FACELESS ONE, BUT BE FORE WARNED! ANOTHER FAILURE COULD SPELL YOUR DOOM!

WHAT? THIS IS BLASPHEMY!

NO! I WON'T FAIL AGAIN! THIS TIME CAPTAIN ATOM WILL FALL!

AND, IN FAR OFF NEW YORK · ·

WASHINGTON WASN'T KIDDING, CAP! LOOK AT THE SIZE OF THAT THING!

THE BIGGER THEY ARE, NIGHTSHADE···! YOU DISTRACT IT WHILE I TRY THE BACK DOOR!

WITH SKILL UNEQUALLED THE DARLING OF DARKNESS BUZZES THE BEHEMOTH'S HEAD···

WHILE CAPTAIN ATOM GOES DIRECTLY TO THE HEART OF THE MATTER!

QUITE THE IMPRESSIVE TINKER-TOY! I'M ALMOST SORRY I'M GOING TO HAVE TO SMASH IT!

CAPTAIN ATOM!

SPOTTED! BUT BENDING LIGHT RAYS IS CHILD'S PLAY FOR ANYONE WITH MY POWERS

WHA·· ?

SORRY, BOYS! FUN-TIME'S OVER. TIME TO COME IN!

VOICES FROM NOWHERE! GHOSTS!

NO! LOOK, HE MATERIALIZES! RUSH HIM BEFORE HE VANISHES AGAIN!

SO? WHO NEEDS TO VANISH AGAIN?

OOOF!

GET HIM! GET- OOOF!

YOU CLOWNS JUST WON'T LEARN!

MEANWHILE, ELSEWHERE IN THE ROBOT ...

SORRY, DEAR! NO TIME FOR GAMES!

TOO SLOW-- HAVE TO USE MY BLACK LIGHT BEAM!

WHA-- ?! CAN'T SEE?

AH-AH AH! NAUGHTY NAUGHTY!

WRECKING THIS ROBOT IS MY JOB!

DESTRUCT

THE HEAT! ARRGH!

THANKS FOR THE WORK-OUT, GUYS. BUT I HARDLY EVEN WORKED UP A SWEAT.'

BUT, A ROBOT WITHOUT CONTROLLERS IS MUCH LIKE A MARIONETTE WITHOUT A PUPPET-EER, AND GRAVITY BEING WHAT IT IS...

NIGHTSHADE! GRAB HOLD OF SOMETHING!

QUICK!

OH MY GOD...

CAP TO GUNNER! EMERGENCY! SEND MEDICS!

EVE! HANG ON! HELP IS ON THE WAY...

BUT, WHEN THAT HELP ARRIVES...

CAP? NIGHTSHADE? THEY'VE... VANISHED!

WELCOME, OLD FOE! WELCOME TO SUN--URIA --AND DEATH! TAKE THEM!

THE GHOST ...?!

DON'T KNOW HOW YOU RIGGED THIS SET-UP, PAL, BUT YOU'LL FIND I DON'T DIE EASILY!

THAT'S IT, FOOL! RUN! FLEE! SUNURIA IS A SEALED KINGDOM! YOU CANNOT ESCAPE, AND THE THRILL OF THE CHASE WILL ONLY INTENSIFY THE PLEASURE OF MY FINAL VICTORY!

HOLD, O' FACELESS ONE! THIS FEMALE IS INJURED. OUR WARRIOR'S CODE DEMANDS YOU TEND FIRST TO HER!

WHAT? BUT HE... HE'LL... OH... DO WHAT YOU MUST, BLAST YOU!

HER INJURY IS SMALL, BUT SERIOUS, EVIL ONE. A HAIRLINE FRACTURE OF THE SKULL. OUR MEDI-SPHERE CAN, OF COURSE, RECTIFY THE WOUND...

...BUT, IF THERE IS ANY BRAIN DAMAGE, THAT IS BEYOND EVEN OUR SKILLS TO CORRECT...

"IN WHICH CASE" REPLIES THE GHOST, "IT WOULD BE KINDER TO LET HER DIE..."

THIS PLACE IS LIKE SOMETHING OUT OF H. RIDER HAGGARD!

THE GHOST COULDN'T HAVE SET IT UP HIMSELF!

BUT, WHOEVER DID MUST BE HIS BIGGEST FAN! UNLESS I MISS MY GUESS HE'S SOME KIND OF GOD HERE!

WHICH MEANS IT'S UP TO ME TO INTRODUCE A LITTLE HEALTHY ATHEIS··OOPS!

DEATH TO CAPTAIN ATOM!

SORRY I CAN'T OBLIGE, LADIES, BUT MY INSURANCE AGENT WOULD NEVER SPEAK TO ME AGAIN!

MORE OF THEM! WHOEVER RUNS THIS SET-UP MUST'VE BEEN FRIGHTENED BY A XEROX MACHINE!

QUICK! OVER HERE!

GOING UP!

OOPS! THEY'RE BEGINNING TO FIND MY RANGE! WHICH MEANS I'D BETTER FIND A HIDEY-HOLE AND CATCH MY BREATH BEFORE I TAKE ON THE GHOST!

ELSEWHERE, THE GHOST IS HAVING PROBLEMS OF HIS OWN~

WHY? WHY DO YOU REMAIN HERE WHILE YOUR ENEMY MAKES FOOLS OF MY FINEST TROOPS?

YOUR FINEST TROOPS?

LET ME REMIND YOU, MY DEAR, THAT I RULE HERE! I AM THE FACELESS ONE, AND IT IS MY WILL AND MY WORD THAT IS LAW!

AYE!

VERY WELL, EVIL ONE. I CONCEDE TO YOUR WISDOM IN THESE THINGS...

...FOR NOW!

AND, MEANWHILE, WHAT OF THE CAUSE OF THIS LITTLE ALTERCATION··?

STEADY NOW, CAP! NOT SO MUCH AS A BEE'S SNEEZE OR IT'S GAME OVER!

UNIT TWO! BELOW YOU!

WHAT?

BLAST! BACK TO WORK!

I WONDER IF THEY'RE FINDING THIS AS MONO-TONOUS···

···AS I AM?

PLAY TIME'S OVER! I'VE GOT TO FIND THE GHOST···

···AND NIGHT-SHADE!

···WHO AT THAT MOMENT GROWS SUDDENLY TENSE BENEATH THE SHIMMER OF THE HEALING RAYS···

A FINAL BURST OF ENERGY COURSES THROUGH HER NER-VOUS SYSTEM! HER BACK ARCHES, HER HEAD JERKS BACK

···AND SHE SCREAMS!

SUCCESS, FACELESS ONE! SHE WILL LIVE!

EXCELLENT! I HAVE NEED OF HER NOW!

HAIL TO THE FACE-LESS ONE!

NOW, CAPTAIN ATOM! NOW YOU SHALL FEEL MY FULL WRATH!

HEAR ME, OLD FOE! THE GIRL IS IN MY POWER! SURRENDER, OR I SHALL DESTROY HER- AND YOU MAY BE SURE MY METHODS WILL NOT BE PLEASANT!

AND, ONLY A FEW FEET AWAY~

THE GHOST ALWAYS WAS POWER-MAD, BUT ALL THESE YEARS IN THIS PLACE HAVE REALLY SCRAMBLED HIS BRAIN! HE'S NOT JUST TAUNTING-HE'S RAVING!

AND EVERY SECOND I WASTE THINKING ABOUT IT COULD BE A SECOND OFF EVE'S LIFE EXPECTANCY! SO...

UNGH!

TA-DAH!

CAP!

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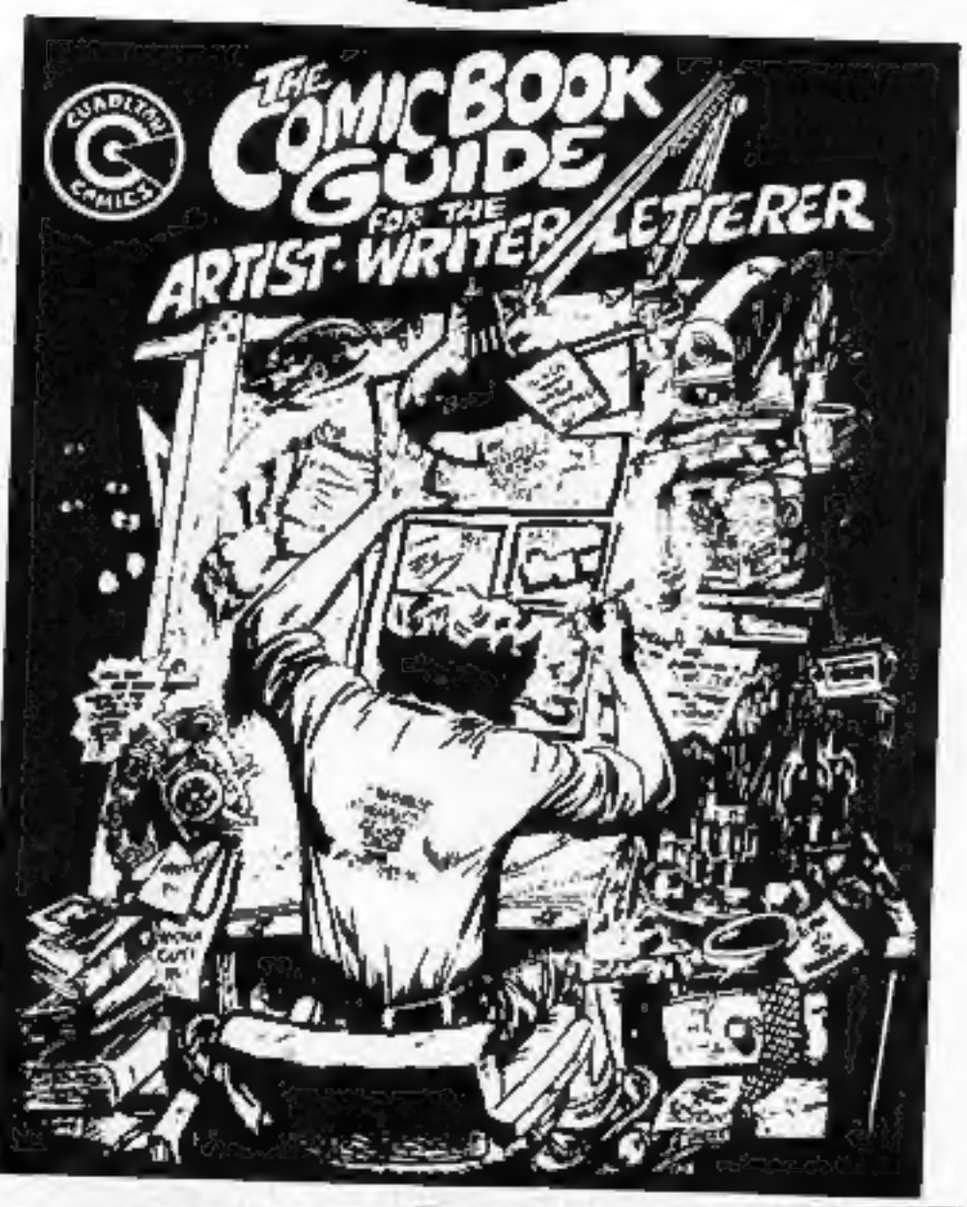

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